<u>**AMENDMENT AND PRESENTATION OF CLAIMS**</u>

Please replace all prior claims in the present application with the following claims, in which claim 13 has been canceled without prejudice or disclaimer, claims 1 through 11, 14 through 18, and 20 through 23 have been amended, and new claims 24 and 25 have been added.

1.   (Currently Amended)   A method comprising:

executing an electronic game;

causing, at least in part, actions result in reception of actual user gaming interaction data occurring in the game and ~~receiving~~ context data [[as]] including at least one of a music signal and an image signal,

analyzing the at least one of the music and image signals ~~in response to actual game data~~,

generating electronic game control data on the basis of the actual user gaming interaction data and the analysis of the at least one of the music and image signals, and

continuing executing the game according to the generated game control data.

2.   (Currently Amended)   A method ~~Method~~ according to claim 1, wherein analyzing the music signal includes analyzing tempo of the music, and analyzing the image signal includes analyzing at least one of brightness and color intensity of the image.

3.   (Currently Amended)   A method ~~Method~~ according to claim 1, wherein ~~said analyzing the music signal in response to actual game data includes determining~~ the actual user gaming interaction data is used as a feedback to implement at least one threshold value for at least one game control parameter, and the at least one game control parameter includes an event density, a difficulty level of the game, or a combination thereof.

4. (Currently Amended)   ~~A method~~ Method according to claim 1, wherein ~~said analyzing the music signal in response to actual game data includes determining~~ the actual user gaming interaction data is used to influence one or more algorithms, that are actually used in analyzing the context data, to implement at least one threshold value ~~a set of limits~~ for at least one set of game control parameters, and the at least one game control parameter includes an event density, a difficulty level of the game, or a combination thereof.

5. (Currently Amended)   A method ~~Method~~ according to claim 1, wherein said context data further comprise sensor data, the sensor data include one or more actual user actions, one or more user physiological conditions, one or more user environment conditions, or a combination thereof during the game, and

the game control data is further generated based upon the sensor data.

6. (Currently Amended)   A method ~~Method~~ according to claim [[1]]3, wherein at least one of the event density and the difficulty level of the game is set using the actual user gaming interaction data as a basis to step up or down ~~analyzing the music signal includes analyzing musical notes of the music~~.

7. (Currently Amended)   A method ~~Method~~ according to claim [[1]]5, wherein the one or more user actions include sitting in vehicle, shaking a gaming device, holding the gaming device at an angle, or a combination thereof, the one or more user physiological conditions include brain activity, eye movement, encephalitic, or a combination thereof, and the one or more user environment conditions include a light ~~further comprising receiving context data comprising visual data~~.

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8.   (Currently Amended)   ~~A method~~ ~~Method~~ according to claim 1, wherein said context data are used to control ~~two or more~~ timing parameters of the ~~electronic~~ game, events in said game, actions in said game, or a combination thereof.

9.   (Currently Amended)   ~~A method~~ ~~Method~~ according to claim 1, further comprising: implementing a forced break at a predetermined time interval ~~wherein said context data are used to control events in said electronic game~~.

10.   (Currently Amended)   ~~A method~~ ~~Method~~ according to claim [[1]]5, further comprising: adapting displaying of the game based upon one or more of the user environment conditions ~~wherein said context data are used to control actions in said electronic game~~.

11.   (Currently Amended)   A computer readable storage medium carrying one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to at least perform the following steps ~~storing a computer program comprising program code that when executed on a computer or network device performs a process comprising~~:

executing an electronic game;

receiving actual user gaming interaction data occurring in the game and ~~receiving~~ context

   data [[as]] including at least one of a music signal and an image signal,

analyzing the at least one of the music and image signals ~~in response to actual game data~~,

generating electronic game control data on the basis of the actual user gaming interaction

   data and the analysis of the at least one of the music and image signals, and

continuing executing the game according to the generated game control data.

12. – 13.   (Canceled)

14.   (Currently Amended)   ~~Analyzer module~~ An apparatus according to claim [[13]]15, ~~wherein said analyzer is incorporated in~~ further comprising a synthesizer ~~module~~.

15.   (Currently Amended)   ~~A device~~ An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one

   processor, cause the apparatus to perform at least the following,

~~a first processing unit for executing~~ execute an electronic game,

receive actual user gaming interaction data occurring in the game and context data including

   at least one of a music signal and an image signal,

analyze the at least one of the music and image signals,

generate electronic game control data on the basis of the actual user gaming interaction data

   and the analysis of the at least one of the music and image signals, and

continue executing the game according to the generated game control data.

~~an interface for connecting to a data source for context data wherein the context data includes~~

   ~~music signals,~~

~~a second processing unit for analyzing the music signal context data in response to actual~~

   ~~game data and generating game control data on the basis of said analyzed music signal~~

   ~~context data, said second processing unit being connected to said interface for receiving~~

   ~~said music signal context data, said second processing unit further being connected to~~

said first processing unit for transferring generated game control data to said first

processing unit, and

wherein said first processing unit is adapted for executing an electronic game according to

said received game control data.

16.   (Currently Amended)   ~~The device~~ An apparatus according to claim 15, wherein the

actual user gaming interaction data is used as a feedback to implement at least one threshold

value for at least one game control parameter, and the at least one game control parameter

includes an event density, a difficulty level of the game, or a combination thereof ~~further~~

~~comprising a storage for storing of context data or game control data~~.

17.   (Currently Amended)   ~~The device~~ An apparatus according to claim 15, wherein the

actual user gaming interaction data is used to influence one or more algorithms, that are actually

used in analyzing the context data, to implement at least one threshold value for at least one set

of game control parameters, and the at least one game control parameter includes an event

density, a difficulty level of the game, or a combination thereof ~~said connection between said~~

~~first and second processing units is a two-way connection~~.

18.   (Currently Amended)   ~~The device~~ An apparatus according to claim 15, further

comprising at least one sensor, wherein said context data further comprise sensor data, the sensor

data include one or more actual user actions, one or more user physiological conditions, one or

more user environment conditions, or a combination thereof during the game, and

the game control data is further generated based upon the sensor data ~~connected to said~~

~~second processing unit~~.

19.   (Canceled)

20.   (Currently Amended)   ~~The device~~ An apparatus according to claim [[15]]18, wherein the one or more user actions include sitting in vehicle, shaking a gaming device, holding the gaming device at an angle, or a combination thereof, the one or more user physiological conditions include brain activity, eye movement, encephalitic, or a combination thereof, and the one or more user environment conditions include a light ~~further comprising an interface for accessing visual data~~.

21.   (Currently Amended)   ~~The device~~ An apparatus according to claim 15, wherein said context data are used to control timing parameters of the game, events in said game, actions in said game, or a combination thereof ~~further comprising a limiting device connected to said first processing unit for limiting the execution of said electronic game according to said received game control data~~.

22.   (Currently Amended)   ~~The device~~ An apparatus according to claim 15, wherein said ~~device~~ apparatus is a mobile gaming device.

23.   (Currently Amended)   ~~The device~~ An apparatus according to claim 22, wherein said ~~device~~ apparatus further comprises a cellular telephone.

24.   (New)   A computer-readable storage medium of claim 11, wherein the actual user gaming interaction data is used as a feedback to implement at least one threshold value for at

least one game control parameter, and the at least one game control parameter includes an event density, a difficulty level of the game, or a combination thereof.

25.   (New)   A computer-readable storage medium of claim 11, wherein the actual user gaming interaction data is used to influence one or more algorithms, that are actually used in analyzing the context data, to implement at least one threshold value for at least one set of game control parameters, and the at least one game control parameter includes an event density, a difficulty level of the game, or a combination thereof.